



INTRODUCTION

RAYMAN 2 – THE GREAT ESCAPE

The original Rayman was a fantastic 2D platformer loaded with challenge. That tradition continues with Rayman 2: The Great Escape.

As with its predecessor, Rayman 2 is packed full of challenging levels as well as clever puzzles. Unlike its predecessor, the game is set in a full 3D environment, which will require mastery of all the various controls.

This guide will show you how to make it through the quest alive, and details the locations of the hardest to find Lums and cages in the game. So, sit back and get ready to master one of the most impressive 3D platformers ever.

For more information about Rayman 2, check out these links:513

Rayman 2 for PC <http://pc.ign.com/games/10732.html>

Rayman 2 for Dreamcast <http://dreamcast.ign.com/games/12005.html>

Rayman 2 for Nintendo 64 <http://ign64.ign.com/games/5489.html>

Rayman 2 for PlayStation <http://psx.ign.com/games/10243.html>

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GAME BASICS

RAYMAN 2 – THE GREAT ESCAPE

Aside from just completing the levels, the other main objective of the game is to collect yellow “Lums” and finding cages throughout all the levels.

Lums are usually floating in the air, but sometimes breaking open a cage will free a couple. So, if you are missing two or three Lums in a level, look around for a cage. Chances are they are hiding in there.

Yellow isn’t the only color of Lum in the game. There are a total of four different types:

Green:

Saves your place in a level. So, if die you will reappear where you grabbed the green Lum.

Red:

Refills your life bar by a small amount.

Blue:

Refills your air supply while swimming.

Purple:

These are floating rings that you can swing from.

Yellow:

These are the little guys you are trying to gather. They range from single Lums, to larger bundles of five. Most are in plain sight, while others are harder to find.

Basically, whenever you see a Lum, you’re going to want to pick it up. Most are easy to find, while others are hidden in cages.

Whenever you collect all the yellow Lums and cages in a level, you will have access to a bonus stage. These are very easy, and only require you to tap the jump and shoot buttons as quickly as possible.

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LEVEL 1

THE WOODS OF LIGHT

The first level goes easy on you. You don't have many Lums to collect, and only two cages, which are both easy to find.

You start off the level in a small area with a large waterfall in the distance. Jump over to the small patch of land to your left, and a wacky talking mouth named Murphy will appear to give you a little help with the controls of Rayman 2. Be sure to note the tile on the ground, as whenever you see one of these, Murphy will provide a tip. Follow the water into the darker area to find your first cage, which also contains your first yellow Lum. Jump and shoot the cage, then drop down into the hole that is revealed.

You will now be in an area with ascending steps with three yellow Lums floating about. Make your way to the top, while mastering the technique of grabbing onto a ledge after a jump. Once you reach the top, drop down into the water and walk over to the waterfall to grab the fifth, and final Lum in this zone.

Climb back up to the highest ledge and make your final jump. For this one, you'll need to use Rayman's helicopter move to make it across. Perfect this move, make it your special friend, as it will save your life many times.

At the top you will view a short cut scene, then be able to make your way to the end of the level, where the final cage waits for you.

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LEVEL 2 THE FAIRY GLADE

Where the first level taught you the very basics of the game, the second will introduce you to some new, useful moves. First off, you will learn to swim.

Start off the level by jumping into the pool of water. Keep to your right, and you will find an underwater cave. Follow the blue Lums (while collecting them to refill your air supply) to a large cave where the first cage of the level waits. Quickly break it open, and swim your way out.

Once outside, swim up to the middle island. Leap onto the mushroom, which will then catapult you to the vines hanging onto the tree. Follow the trunk to the cave, where you will find another pool of water. Unlike the last one, it is not safe to swim here. So, you need to jump past the pool (while avoiding the piranha) by jumping from pad to pad. Then, you need to leap from platform to platform to reach the top.

You will now discover your first switch. Some of these need to be shot, while others you can just jump on. This particular switch just requires one blast from your fist, which opens a door down below. Follow the path until you come to a large structure dumping waste into the water.

Now, it's time to put that helicopter move to use. Climb up into the building, and out onto the mesh walkway. Jump high, and hover down onto the floating barrel. You can just sit back and relax, as the barrel will move by itself, and carry you right into the Lums that are in its path.

Once you get the Lums that you need climb back into the structure, but instead of jumping back down, climb up and use the moving platforms to get into the next cave.

This next area introduces climbing, as well as one of the most frustrating cages in the game. You start off in a large room with a tree in the middle. Grab onto the vines, and climb your way to the top. Now, you get to slide down a small water slide. If you are low on health, you can grab the red Lums on your way down.

Now, you have reached the area in which one of the most frustrating cages in the game lies. If you look around, you will see a cage behind a grate.

I say it's frustrating as many players spend hours in this area trying to get to it. The thing is, you currently cannot reach the cage at this point in the game. Later on you will find a way to return to it via a later level. Again, grab onto the vines and climb your way around the toxic pool (be sure to avoid the piranha).

You've finally reached the pirates, but you don't have to fight yet. While avoiding the pirate's attack follow the left wall to a small opening. There are a couple Lums in this area, as well as a cage. You could either grab the Lums first, or climb up to get the cage. The Lums are located on the pads in the water, and the cage is all the way at the top. Note the cage behind the fence, you will be going there shortly.

Return out the way you came, and try to lure the pirate's attacks onto the wooden panel in the ground. This will open up your access to the ship. Drop down, and you will need to jump your way across floating boxes, and then you'll climb up a spider web net. Be sure to dodge the falling barrels while going up. While you

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LEVEL 2 THE FAIRY GLADE

could usually recover from a hit, sometimes you can't and it can get pretty annoying to repeat the climb over and over.

Once at the top, you will find your first breakable door. This one can simply be shot with your fist, while others will need a different form of destruction. Continue through the door, and you will get into your first fight. Fights turn out to be easy as long as you keep locked on to your target, and dodge their shots. Take a moment to notice the other breakable door in this area. You will notice that shooting at it cannot break it.

Continue through the next door and defeat the sleeping pirate in there. Find the barrel laying on the ground, and walk up to it. Rayman will automatically pick it up. This is what you will use to break open that door. Walk out and throw the barrel at the door, which will break it open, then go inside to find another cage.

Return to the room where you got the barrel, and climb the ropes to the top of the room. Gather any Lums, and jump to the opening up top. Now comes a place where you need to time your jumps well. Down below is a moving blue laser and a switch on the wall. The switch turns off the beams in the other opening, while the mesh under the laser will bounce you back up. Time your jumps so that you avoid the laser, and shoot the switch. Go through the newly opened doorway, and continue on your way.

Time your jumps through the two laser bars, then kill the sleeping pirate and shoot the switch on the wall. The switch opens a door directly below you, so just jump over the rails and enter the door.

You will then be in another new area, and have even more lasers to avoid. Quickly make your way past them, and you will find yourself outside. You will find Ly held captive, and you must find a way to free her.

Go into the lower doorway, where you will find a large machine that you will need to destroy. There are barrels that you can throw at the three different points that look breakable, but as soon as you walk toward the machine a floating mine will come down and zero in on you. So, what you need to do, is when you see a mine coming toward you, toss the barrel into the air, shoot at the mine, and then catch the barrel. You can then use that pattern to destroy the machine, and free Ly. You will now be able to use the purple Lums in the game, and make your way to the end of the level. Climb back up the rope ladder, and use the purple Lum to swing your way across the broken bridge.

Continue on, and hover down the long drop, gathering the Lums on the way down. Once you reach the bottom, you will come into a large area, which is also your last task in this level. There are air currents that you can use to reach the platform at the top of the room. Each one is slightly higher than the other, and you can use these to "climb" your way up. It's worth noting that each current has two yellow Lums in it, and there are two currents that are off of the normal path, which also contain Lums. So, you will have to do some minor backtracking along the currents in order to get all the Lums in this area.

When you reach the top, there will be a final cage to break, and you will then complete the level.

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LEVEL 3

THE MARSHES OF AWAKENING

The third level is the first of many of the simple levels in the game. They are simple in that there is not much exploration to do, as you are stuck on a set path, and all the Lums are easy to get.

To start off the level, jump onto the large tree root, and grab the single Lum that is a short distance up the path. Return to the pads at the start of the level, and use the ropes to climb your way over to the cage floating in the water. Breaking the cage will free Ssssam, your main form of transportation through the marsh. Basically, all the Lums and cages are on the path that you are dragged along. Simply jump and dodge the obstacles, and collect the Lums and cages to finish the level.

Ten of the Lums may be hard to see at first. These are in two five-Lum groups. One is in the first tunnel you go through, and the other is on the end of a fishing pole of a pirate later in the level.

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LEVEL 4

THE BAYOU & THE WALK OF LIFE (SUB-LEVEL)

The fourth level is yet another change of pace to the game. This is one of the first levels where you must keep moving in order to make it to the end. Although, it's easier than some levels later in the game, it is good practice.

First, before you even start the exploring the level, turn to your left to see a small circle of stones.

If you walk up to it, Ly will appear and take you to the first sub-level, the Walk of Life. There are no enemies in this level, and no cages. Simply run along, while gathering the fifty Lums, and you will complete the level and return the Hall of Doors.

Once back into the Bayou, jump onto the barrel and ride it to the first stop. Get the cage on the tree root, then take the other barrel to the rope ladder. At the top of the ladder, shoot the switch in the distance, and then glide down to the walkways while collecting any Lums. These paths will not last long under your weight, so run along them as fast as possible.

After you make it to the next rope ladder, defeat the pirate waiting for you. Then, use the purple Lum to swing to the Barrel. You will need to shoot the ghosts, while at the same time gathering Lums while riding the barrel to the trunk in the distance. Instead of jumping onto the trunk, drop down onto a barrel and then you can easily jump and break the cage hanging there. Continue to the walkway in the distance while collecting the Lums along the way.

Keep moving, and eventually you will see another purple Lum leading to yet another cage. Take care of it, then continue on your way. Soon you will reach the next area, where you will need to fight another pirate. He is guarding a switch that will allow you to continue further into the level. Once he is dead, shoot the switch, and follow the path that it extends.

Avoid the falling, and rolling, barrels, and you will reach a tricky area in the game. There are barrels rolling down slopes, which contain Lums. You will need to time your jumps so that you collect the Lum as you land, while at the same time avoiding the barrels.

After that, you will come to a platform pointing to an opening in the distance. To the left of the platform is a switch that will extend it. You will need to use the purple Lum at the end of the grate in order to reach the opening.

Once there, you will run into a new type of pirate who cannot be killed. Simply avoid him by jumping over him when he charges at you. When you reach the large pipes, shoot the button, then run through the hall while avoiding the swinging blades and dash through the doorway. Jump over the barrels and follow them out of the hall.

If you drop down right where the barrels fall, you will find a cage. Then, if you bounce high enough near the pipes, you will find another (along with quite a few Lums). Bounce your way to the top, and you will have completed the level.

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LEVEL 5 THE SACTUARY OF WATER AND ICE

You have now reached the first boss level in which you will obtain your first mask. You will also learn how to slide, solve a minor puzzle (which will be repeated in later boss levels), and do some more swimming.

The level starts you on the beach. To start out, look out towards the ocean, and you will see a cage hanging on the dock.

Open it, and then destroy the pirate who is running along the slopes. Collect the Lums and continue to the cave where there is a pool of water. If you swim into it, and follow the tunnel, you will come into an opening with another cage.

After you complete that one small task, climb the ladder to reach the one small puzzle in this level (after you fight one pirate). This same puzzle will be repeated in all the boss levels. What you need to do is locate the matching orbs of the same color as the pyramid base. Both are in the towers on each side of the bases. The problem is, both doors are shut, and you need to find a way in. Walk around the side of the right tower to find a barrel dispenser. Use the barrels to blow up both doors, then place each orb on the same color base.

Walk through the door, and collect all the Lums on the walkway above then continue through the doorway below.

You will now be at the first area in which you will be sliding down a slope. Now, it may sound strange, but the faster you go, the easier it will be to control your movement. Slide down while collecting all the Lums on the way. Most of them are located towards the right side of the screen, so be sure to steer in that direction. When you reach the end, you will be in the boss encounter.

This boss is actually pretty easy to defeat. Use the purple Lums to swing your way to him, which will cause him to back up toward the stalagmite hanging in the background. Once he is directly under it, shoot it to knock him out of commission. To end the level, you need to walk into the waterfall, and up the path. Before you do that, though, explore the sides for any Lums.

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LEVEL 6

THE MEHIR HILLS & THE CAVE OF BAD DREAMS

The Menhir Hills is a multi-part level, which means that you will start off the level, be taken to a different one, and then return.

You start off the level looking across a lava field. Before going any further, turn around to see a group of blue stones. There is a small grate in the middle of them that you need to open. If you look around for a second you will notice one stone off by itself. On one side of it is a switch that will open the grate. <image: menhir1.jpg caption: The switch> Down in that hole is a cage, and spider webs that you can use to get out.

Now, return to the lava field, and a walking shell will run over to you. You can ride this strange thing, but you need to run around until it gets tired so that you can climb on top of it. Use it to get across the lava, and aim for the door on the other side. Right before you hit, jump off and the shell will destroy it revealing a cage.

Continue into the building where you will find two sleeping pirates, which will be easy for you to kill by now. Go through the door between their chairs to find another cage. Then, walk through the other door to get to the next area.

Once again, you will need to ride on a shell, but first there is a cage to get. Use the mushroom to get up in the tree, then use the purple Lum to swing over to the second story of the building. Look back the way you came, and you'll see the cage.

Again, you will need to ride a shell to continue on in the level. This time, the ride will be much longer and more challenging. You will need to move left and right to dodge obstacles, and try not to crash. At the end of the ride, you will be at another building, where you will need to blow up another door. You can either use the shell to do it, or there is a barrel on the ground to the left of the ramp. Walk through the door, dispatch the pirate, shoot the switch, and then walk into the newly opened door to continue the level.

Now, you will be at the point where the level branches, and you must go to a different level to complete this one. Rayman will run into his friend, Clark, who needs a potion from The Cave of Bad Dreams. So, after he gives you the code word that you will need to enter that level, go to The Hall of Doors and return to The Marshes of Awakening.

Once there, walk up the tree trunk that you did earlier, but continue farther in. You will find what is best described as a giant eyeball with arms. He will talk to Rayman, and transport you to The Cave of Bad Dreams.

The Cave of Bad Dreams is another level where you want to keep moving. At times it is because whatever you are standing on is either moving or falling, or the platform will only last for a few seconds before it disappears.

Your first challenge to master is the floating skulls. Well, since they are floating, they will sink. So, just jump from skull to skull as quickly as possible. There are two sets of skulls that you will need to jump on, with the second set sinking faster than the previous one.

Continue farther and you will come to three giant pillars where you can climb on the sides. Each pillar will

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LEVEL 6

THE MEHIR HILLS & THE CAVE OF BAD DREAMS

immediately begin to sink as soon as you reach it, so what you want to do is climb up to the top as fast as possible, and jump to the next one.

You will then come to a ledge overlooking one of the familiar orange pyramids, but there is no orb in sight. So, what you need to do is hover down and defeat the small group of enemies, and the orb will then appear. By placing the orb on its base, you will gain access to the rest of the level.

Once again, you will be presented with a blue and a red base. If you walk to the left side of the room there will be a doorway that forks into two hallways. You can follow either one, but the right seems to be slightly easier.

Jump on the platforms to make your way to the back of the room, where you will find the orange orb. Throw it onto the platform next to you, then onto the entrance ledge. Use the purple Lum to swing back to the entrance, and then place the orb on its base.

This one is slightly harder, as you must throw the orb more times. Jump on the skulls, and the second one will rise up so that you can jump onto the spinning platform. Make your way to the back of the room where the blue orb is. Since you cannot jump while carrying an object you will need to toss the orb to where you are about to jump. Take it to the base, then return to the other tunnel.

The next part of the level is a very annoying sliding scene. Not only do you have to slide down the path, but you also must stay ahead of the monster chasing you, while at the same time shooting the crystals that are in your way and collecting Lums.

You will now be in a minor boss fight with Mr. Eyeball. You will start on a platform with him breathing fire and skulls at you. You need to shoot the skulls to make them platforms that you can use to get over to the ledge where he is. The easiest way to do this is shoot the skull right when it is closest to you. That isn't very important this early in the fight as they will be moving slowly, but later he will be sending them to you much faster. When you reach his ledge, he will turn around and run away. You need to use the skull-platform tactic to chase him to the end of the level, where you will then need to return to the Menhir Hills.

When you return, you must play through the level until you get to Clark. He will then feel much better, and start to smash his way through the level. Simply follow his trail of destruction to the end. There are a couple of cages still, and they are up high, so be sure to use your look around button a lot.

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LEVEL 7

THE CANOPY

You are now about at the halfway point of the game. The Canopy is one of the most interesting levels of the game, but it also takes a while to complete.

The level starts you off in the presence of a very nasty spider. You can either fight him in the close confines of the level entrance, or try to avoid him by climbing on the webs. There are quite a few Lums on the webs, so you probably want to try to defeat the spider so that you can have plenty of time to gather them all.

After you get all the Lums, continue to the next area where you need to immediately turn left to fight a pirate and then shoot a switch from the ledge. Return to the level entrance and cross the wooden bridge and then drop down the opening.

Globox will come and do a little rain dance and the small plant will sprout a flower that you can ride. On the other side, turn around and shoot the breakable spot on the tree to make a path for Globox to cross over to you. Get used to this, Globox is your key to completing this level.

You will now run into a wall of fire. Of course, Globox will do his little dance and you will continue on your way. Basically, continue on with the level, allowing Globox to neutralize all the obstacles that you come to.

Finally, you will come to the end of your team-up and you will need to use Globox to help you get inside a building. There is a searchlight that you cannot get past, but Globox can help. His magical rain will cause a plant to sprout, and you can use that as a disguise. Simply get in the plant and walk up to the doorway. The light will spot the plant, but not see you. Once you enter the door, you will have completed the level.

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LEVEL 8

WHALE BAY

Whale Bay is not only one of the most visually impressive levels in the game, but it is also the first level since the first two where exploration pays off.

Start off the level by killing the new pirate in a barrel. These guys are very tough, and they blast you with lightning. The best tactic is to lock onto him, fire, step aside for cover from his blasts, and then fire again. Repeat that, and it will be an easy fight.

You'll notice that the door is blocked. So, return to the first room, and jump in the tank of water. Swim down and to the right to get into the other tank. Shoot the switch, then walk through the door.

Continue out onto the netting, and walk (or climb) your way around to the next door. In the next area there is another locked door and a pirate to kill. To open the door, climb into the ship via the rope ladder, and then jump over to the small tower and turn around to see the switch.

In the next area is a small island with a pirate to defeat, as well as a blocked door that contains a cage. Then, jump on top of the small palm trees and use the purple Lum to swing your way to the opening. You've now reached the area that the level was named after: the bay. Start by jumping into the water and immediately swim to the opening to your right.

Once you surface, follow the path to the large open room. There is a switch up some stairs that will activate a walking shell dispenser. Use the shell as normal, but run up the stairs on the other side of the room and break open the door as you did in the Menhir Hills.

Jump into the water, and follow Carmen the whale through the water and then the tunnel. Don't worry about air, as if you stay close to her, she will leave air bubbles to supply you with oxygen. When you reach the end of the tunnel, you will be transported to the next area.

In the next zone, simply continue to stay close to Carmen and grab the air bubbles before the piranhas do. Swim down into the boat, and then up to fresh air. Glide over to the land to the left, and climb up onto the ship. Climb the cargo net to the large wooden board, and use the purple Lum to swing to the crow's nest that contains one of the most well hidden cages in the game. Return to the board and walk up to the flowing water. Slide down it, and then walk to the small cave near the palm tree, which is the end of the level.

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LEVEL 9

THE SANCTUARY OF STONE AND FIRE

The second sanctuary level is one of the largest, and most difficult in the game. Begin the level by gliding down to the small stone bridge. From there, jump across to the large steel pipe structure and defeat the pirate. Shoot the breakable section on the side to release a purple Lum that you can use to swing over to a safe ledge.

Defeat the pirate in this next area, then continue on your way to the cave in the distance. Now, the familiar berries from the first Rayman make their return. You can pick a berry by shooting it, then when you jump on it you can move by shooting in the opposite direction.

One way down the river of lava leads to a ledge. Jumping up that ledge leads to a cage guarded by an invincible pirate. Throw a berry on its head to blind him and provide a step up to the cage. Continuing even further down that same direction will take you near the start of the level. You will find a small cave you can enter. In there will be a berry tree. If you toss the berry onto the spike, you can get up on the ledge. There is another berry up here that again you can toss on the spike in the distance. Toss it then quickly run under it in order to catch it as it falls. Continue that with the next spike, then use the berry to get up on the nearby ledge. Inside the cave will be a cage.

The other way down the river leads to the rest of the level. You will need to climb on some spider webs to continue along. After a while, you will come to see daylight once again. Now, you are presented with a choice. You can either proceed to the end of the level, or you can take a side trip and gather some cages. If you go for the cages, follow the lava river until you come to a round stone opening. Enter the cave, and jump across the blocks while gathering the cages.

For the end of the level, take the other way down the river until you see a large metal pipe. Jump onto it, kill the pirate, and then get the cage. Then, glide your way to the grate, and then to the small ledge in the distance. You will now be in a room where there is a ledge that you cannot reach by jumping. Defeat the enemy in this room by turning your back to it to lure it out, and then a berry will appear for you to use as a step up to the ledge.

This next part can be tough. You must ride a berry down a river of lava, while avoiding the lighter patches. They will immediately destroy your berry and you as well. The river is in two parts, the first has you avoiding the yellow lava, and in the second you need to dodge vines that burst out of the walls. Shortly after that, you will drop down into a new area that starts out with a short river with even more yellow lava. Also, if you stay near the wall when it curves, there is a secret entrance that will lead you to another cage. Then, there will be a small doorway that will lead you to the orange orb.

This part of the level is handled similarly to The Cave of Bad Dreams. Just toss the orb onto the platform you are about to jump on, and soon you will be at a small puzzle. There is a small pool of lava with a berry in it. What you need to do, it set down the orb, shoot the berry so it will come toward you, and then pick up the orb, and get onto the berry. To move, toss the orb into the air, then shoot as normal. After a short walk, you will come into a large room. The orange base is to your left.

By placing the orb on the base the doorway that you entered after the river of lava will turn upside down so that you can get the blue orb. After some quick platform jumping, and a fast slide you will be at the blue orb. Place it on its base to bring out a walking statue that will take you to the end of the level.

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LEVEL 10

THE ECHOING CAVES

Remember that cage in the Fairy Glade that you were unable to reach? Well, later on in this level there will be a hidden portal that will take you back to that level to get the cage.

First, you need to walk around and find the four switches that are needed to open the door to the rest of the level. They are all in plain sight, so that part isn't too tough. Once they are all on, the door will open and you can continue on your way deeper into the level.

Once you enter the door you will find a barrel. You need to hold the barrel, and walk up to the torch, which will then turn it into a rocket to propel you further into the level. Be sure to stop off at the large tower as there are many Lums and a cage there, as well as another barrel to use.

When you leave from the tower, be sure to aim high as you are flying. If you do, you will be able to see a small cave high up the wall.

That cave will lead back to The Fairy Glade for that one last cage in the level. When you leave that level, you will be returned back to this level, and not The Hall of Doors.

Continue to use the barrels to make your way through the level. Soon you will come to an area where the path is blocked by a grate. There is also a cage hanging from the ceiling that you will need to use the nets to get. Walk around to the other side of the grate, and shoot the button on the wall. Hurry back to where the barrel is, light it, and then fly to through the tunnel. Before the barrel runs out of power, grab on to the net on the wall, then jump to the wooden walkways on the wall. Use one final barrel to rocket your way to the end of the level.

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LEVEL 11

THE PRECIPICE

The Precipice is a level very much like The Marshes of Awakening in that you must always be moving. Although you have control over how fast you go, you must always stay ahead of the pirate ship that is firing at you.

There are not too many extremely difficult areas in this level, and all the cages are for the most part in plain sight. The big problem comes from the pirate ship, and collapsing walkways. You just need to never stop moving and jump a lot. It can get frustrating, but the level is not too long, and you will be glad when it is over.

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LEVEL 12

THE TOP OF THE WORLD

The first half of this level is probably one of the most fun areas in the whole game. You will be on a chair that acts like a roller coaster. All you have to do is steer yourself left or right in order to avoid obstacles and collect yellow Lums.

After that, you will be in a more traditional area. Here, there will be two barrel pirates that you will need to defeat. One you need to use your normal fists to kill, but the other you are allowed to use an exploding barrel that will kill him in one hit. This part of the level has many small corners where Lums tend to hide, as well as the only two cages in this level. Overall, this level is one of the easier ones in the game, but it only gets harder from here.

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LEVEL 13

THE SACTUARY OF ROCK AND LAVA & THE WALK OF POWER

The next sanctuary level is actually split into two different levels. Also, as with The Bayou, you can access the other race level through it.

To access The Walk of Power, just turn left from the entrance. This level is played exactly the same as the previous race level. Simply run along and collect the Lums. When you complete that, re-enter The Sanctuary of Rock and Lava.

This sanctuary is another very impressive level. The first of the two levels takes place, for the most part, above ground and inside a large temple. Start off the level by taking out the pirate on the net, and then jump onto the barrel. Shoot the ghosts while you ride it to a wooden platform. Jump over the barrels and make your way to the top where you need to use the purple Lum to swing to a ledge. Jump down to a large tree trunk, and walk to two giant turtle shells. Then, jump onto the wooden walkway, step down and turn around to find a cage. After you collect it; continue through the level until you come to the temple. Collect two cages inside, and walk until you see a floating flower. You need to ride this until you come to another, then jump to that one before the one you are on burns away.

The next area will test your jumping skills. You need to quickly jump from platform to platform before they sink. Then, you come to the big challenge of the level. In the middle of the room there is a large rotating tower. You need to wait until the large ledge blocks off the lava waterfall. Then, you need to climb up the wall and use that same large ledge to climb up to the closed door. Shoot the switch to open it.

The next door requires you to shoot the switch multiple times in order to open the door all the way. Past the door comes the hard part of the level. You need to wait for the sliding walls to move out of your way, while at the same time jumping quickly across the platforms. The best tactic is wait until you see the wall start to move then make your jumps. Near the end there is a switch on the wall that extends a platform, which will then allow you to climb up onto the final ledge and continue to the level exit.

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LEVEL 14

BENEATH THE SANCTUARY OF ROCK AND LAVA

This level is special in that you get to fly. Start off by flying under the entrance ledge and through the tunnel to a cage.

Then, fly back to the main area and fly up into the tunnel. Be sure to shoot anything that can knock you back, because if you fall into the thorns you will die. The level progresses with you flying through more and more difficult obstacles. At the end of this area, there will be a door on the floor that you cannot shoot at. You need to fly up and shoot at the angled stone to reflect your shots into the door. Once it is broken, drop down to the next area.

In this area, a fast current will be carrying you through the level. Thankfully, there are quite a few green Lums lying around. Use the stabilize move to keep yourself straight, and dodge and weave your way toward the end of the area. About halfway through, on the left wall will be an opening where there are two cages. Collect them and continue to the end of the tunnel where you will exit the level and enter the boss battle.

This one is very similar to the previous one. Lure him under the stalagmite, and then use the spider webs to leap high enough to shoot it. Repeat this until he is dead.

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LEVEL 15

TOMB OF THE ANCIENTS

You didn't think you'd make it all the way through the game and not run into a haunted house level, did you? The Tomb of the Ancients is just that, a haunted house level, but at the same time fitting within the same theme and look of the game.

Start off the level by walking down the giant steps, and then jump across to a small platform. Shoot the switch that will then open the grate. Go through the gate and either fight or avoid the spider. At the top of the hill, drop down and flip the switch. You will then see a platform rising out of water. There are two other switches and you will have to find in order to complete this puzzle. So, climb up the spider webs; jump across the platforms, and up more webs. At the top, turn left, and walk to the giant webbing in the distance. Avoid the spider, and climb up to the crow's nest where the second switch is. Exit that room, and enter the door across from you. The third switch is behind one of the graves in the back of the graveyard. Return to the small hallway and climb up the webs. In the next hallway simply make your way to the end, jump across the platforms, then climb up the webs.

In the next area you will be riding barrels down a river again. At the end you will need to use a rocket to aim yourself into the high opening. Here you will need to use a barrel to get over to a wooden walkway where a cage waits for you. Then, jump onto the floating barrel, and ride it down the river where you will find another cage as well as the exit to the next area.

Once again, you will need to ride a barrel. After a quick trip down the river, you will reach the end of the level where you will have a small boss fight.

The key here is to shoot all three switches so that the blue laser appears. Lure the brainwashed Clark into the beam, shoot him when he is down, and repeat. In no time you will be victorious, and one step closer to the end of the game.

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LEVEL 16 THE IRON MOUNTAINS

Well, you've made it. You are just one short level away from the final stage. This stage isn't very tough, and it has one of the most enjoyable moments in the game. Later on, you will get to fly a pirate ship.

When you start out the level, you can use the purple Lums to gather some yellow Lums. Then, continue inside for one of the tougher puzzles in the game. You need to avoid the red laser beam while jumping to shoot two switches. When that is done, you will be able to drop down to the rest of the area. Defeat two pirates and you will eventually come to a large canyon with a flowing river. You need to glide down to each platform, and then glide to the hot air balloon.

Next, you will be in a large area with a giant robot that looks like a giant chicken. There is a block that you need to stand on, and when the walker jumps and makes the box bounce, use it as a step to get inside the structure. Go through this large room, and you will find another bouncing box. Again, use it as a step and slide down the slope.

It's time for more shell riding. Follow the arrows, and you will come to a large opening where there is a bridge that you can cross. Do that, and then use the ramp to get into the area and ride onto each wall to flip the two switches. Exit the large doorway that is now open, and make your way toward the chicken walker, and he will reveal some Lums hiding under the stone pillars. After you collect them, go to the tower in the distance. Jump to each walkway, and then Rayman will leap off of the shell and continue deeper into the level.

When you reach the waterway, use the purple Lum to swing to the top of the spout, then glide to the other ship, and then to the walkway. Enter the door to reach your final challenge of the level.

Instead of fighting a boss, you need to fly a pirate ship along a massive canyon to four mines (north, south, east, and west). There are no enemies in this area, but you need to use the ship's cannons to blow away the wooden obstacles in your path. As for the steel pipes, well, those you can only steer around and avoid. Once you reach all four mines, return to where you got on the ship to end the level.

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LEVEL 17

THE PRISON SHIP

After all the long and impressive levels, you'd expect the final one to be a huge monstrosity. Well, that is not the case here. In fact, it is a relatively short level, but it can still become frustrating. There are no cages in this level, but there are ninety-four yellow Lums, with a good portion of those along the slope in the first half of the level.

The level is broken into two parts. In the first one, you are sliding down a slope full of obstacles. There are hazardous jumps, pools of lava, and switches that require split-second responses to shoot. These switches move obstacles, and thus open the path to continue your sliding.

After that, you will be dumped into the flying portion of the level. Instead of using your helicopter move to fly, you will use a new type of shell. To get this shell, walk out to the grate, and drop down to where there are some boxes. Defeat the pirate down here, and then shoot the switch. Return to the entry room to find the shell waiting for you. Jump onto it as normal, and fly towards the other end of the room. You will need to fly into the small switch on the walkway to open the door. It can be hard to see, so you may need to make more than one pass.

When you pass through the door, you will be in the final portion of the level before the boss battle. Flying the shell is very unique and takes some getting used to. You need to weave your way through the boards and twisting portion of the area, and make your way to the end. The only really tough part (besides avoiding the boards and pipes) is the room where a laser is trying to shoot you down. To get past this, do not fly straight. Bob and weave so the laser cannot get a lock on you, and you'll do fine.

After that, you will reach the first part of the final battle. For Razorbeard's first form, simply shoot the mines that he fires at you, and they will fly back to him. After he is hit, he will fire balls of energy at you that you need to dodge, and then he will attempt to jump on you. Hit him three times with his own mines to proceed to the second, and final, form.

Once again, you will be on a flying shell. This time, Razorbeard will be climbing on poles, while at the same time firing at you. To defeat him, fly down either tunnel to find energy which will allow you to shoot at him (the energy ball spawns randomly in only one of the tunnels). Fire one shot at each hand to knock him into the lava, and then unload the rest of your shots into him. You can fire at him as he is falling into the lava, but you stand the chance of missing, and you won't do as much damage. Repeat this pattern, and soon the lava will start to rise, and Razorbeard will retreat higher up the poles. When this happens, he is getting close to defeat. Repeat the assault, and he will be defeated in no time.

Then, sit back and watch the closing cinema, and congratulate yourself. You have completed Rayman 2: The Great Escape!

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